WHAT IS CLAIMED IS:

1. A method of processing an input from a touch plane operator input device, comprising:

- (A) determining a first location of a first touch on the touch plane operator input device;
- (B) determining a second location of a second touch on the touch plane operator input device;
- (C) comparing the first and second locations to obtain an indication of an amount of difference between the first and second locations; and
- (D) determining whether the indication of the amount of difference exceeds a predetermined amount;

wherein the determining steps (A)-(D) are performed by discrete logic circuitry; and

wherein the discrete logic circuitry provides an event notification to a microprocessor when the indication of the amount of difference exceeds the predetermined amount.

2. A method according to claim 1,

wherein the predetermined amount comprises a first predetermined amount in an X-direction and a second predetermined amount in a Y-direction;

wherein the determining step (A) comprises determining an X-location and a Y-location of the first touch;

wherein the determining step (B) comprises determining an X-location and a Y-location of the second touch;

wherein the comparing step (C) comprises determining a first amount of difference between the X-location of the first touch and the X-location of the second touch, and determining a second amount of difference between the Y-location of the first touch and the Y-location of the second touch; and

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wherein the determining step (D) comprises comparing the first amount of difference with the first predetermined amount and comparing the second amount of difference with the second predetermined amount.

A method according to claim 2,

wherein the step of determining the X-location and the Y-location of the first touch comprises acquiring a first plurality of data samples from the touch plane operator input device, calculating the X-location of the first touch by determining an average X-location for the first plurality of data samples, and calculating the Y-location of the touch by determining an average Y-location for the first plurality of data samples; and

wherein the step of determining the X-location and the Y-location of the second touch comprises acquiring a second plurality of data samples from the touch plane operator input device, calculating the X-location of the second touch by determining an average X-location for the second plurality of data samples, and calculating the Y-location of the touch by determining an average Y-location for the second plurality of data samples.

- 4. A method according to claim 1, further comprising displaying a mouse pointer moving from the first location to the second location on a display.
- 5. A method according to claim 1, wherein the predetermined amount is defined by a perimeter of a region that surrounds the first location, and wherein the determining step comprises determining whether the location is outside the perimeter.
- 6. A method according claim 1, wherein the determining steps (A)-(D) are performed under the control of a state machine implemented in the discrete logic circuitry.
- 7. A method of processing operator inputs to a touch plane operator input device to emulate a hardware mouse, comprising:
 - (A) displaying a mouse pointer at a first location on a display;

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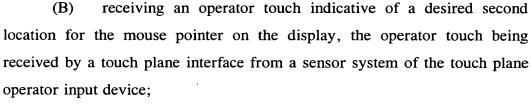
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- (C) comparing the first and second locations to obtain an indication of an amount of mouse pointer movement; and
- (D) determining whether the indication of the amount of mouse pointer movement exceeds a predetermined amount;

wherein the steps (B)-(D) are performed by discrete logic circuitry;

wherein the discrete logic circuitry provides an event notification to a microprocessor when the indication of the amount of movement exceeds the predetermined amount.

- 8. A method according to claim 7, wherein the touch plane operator input device forms at least part of an operator interface of an internet access device.
- 9. A method according to claim 7, wherein the touch plane operator input device forms at least part of an operator interface of an industrial control system.
- 10. A method according to claim 7, wherein the touch plane interface is located on a system-on-chip integrated circuit chip, wherein the microprocessor is located on the integrated circuit chip.
- 11. A method according to claim 7, wherein the touch plane operator interface and the display in combination comprise a touch screen.
- 12. A method according to claim 7, wherein the touch plane operator interface comprises a touch pad.

13. Ap-integrated circuit comprising:

- (A) a microprocessor;
- a touch screen interface, the touch screen interface being adapted to interface the microprocessor to a touch screen; and

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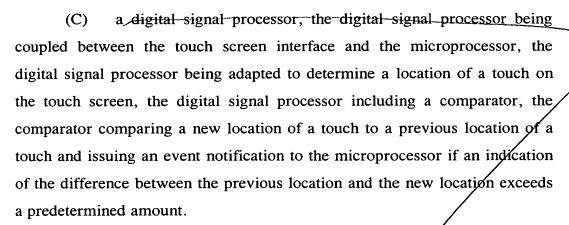
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14. A device comprising:

- a touch screen, the touch screen including a touch screen (A) display and a touch screen sensor system; and
- an integrated circuit, the integrated circuit including (B)
 - **(1)** a microprocessor;
 - a touch screen interface, the touch screen interface **(2)** being adapted to interface the microprocessor to a touch screen; and
 - a digital signal processor, the digital signal processor (3) being coupled between the touch screen interface and the microprocessor, the digital signal processor being adapted to determine a location of a touch on the touch screen, the digital signal processor including a comparator, the comparator comparing a new location of/a touch to a previous location of a touch and issuing an event notification to the microprocessor if an indication of the difference between the previous location and the new location exceeds a predetermined amount.